

K PROGRAM PACK PROGI

WORK

the walls

MINDS
AT
WORK

Homework
Zone Area

MINDS
AT
WORK

HOME
WORK
ZONE

inds at Work

HOME

WORK
ZONE

PASSING
ZONE

CARD CARD CA
ERS TWISTERS I

Zone Area

PASSING
ZONE

PASSING
ZONE

GraffitiWalls hung up on the walls

CENTER FOR AFTERSCHOOL EDUCATION
FOUNDATIONS, INC.

In Memoriam

Center for Afterschool Education and all of Foundations, Inc. acknowledge deep gratitude to our colleague, mentor, and master of math Alan Barson, who inspired these games and got us playing with numbers. From all the kids and adults doing *Card Twisters*, we thank you.

CHALLENGE TIME!

MATH SKILLS IN ACTION

Number puzzle challenges are fun anytime. Whether kids are challenging themselves, working in groups, or challenging their friends, **Card Twisters** stretch calculation, strategy, and reasoning skills. Standards-based practice includes:

- Try different ways to arrive at answers
- Make reasonable guesses or estimates of answers to problems
- Add, subtract, multiply, and divide
- Calculate mentally
- Use numbers and symbols to express, and solve problems
- Recognize, create, extend, and generalize patterns, sequences, and series
- Explain and show how change in one quality or variable results in change in another
- Solve and explain linear equations

Get Going

Put out directions to one or more **Twisters** along with two or three sets of playing cards.

Most games need only cards ace (used as 1) through 9, so one deck of cards will allow four people to play. If you don't have playing cards, you (or students) can simply write the numbers one through 9 on index cards or slips of paper and use those.

**Set up the challenge, try it yourself,
pull kids in, and have fun!**

Note: Mistakes happen!

No matter how many times we test and proofread, we know there may be mistakes.
Please let us know! We welcome your feedback to afterschooled@foundationsinc.org